


RANGER: GRAVE DIGGER CONCLAVE - NO IMAGES

HERE'S MAGIC IN THE CONSECRATED SOIL. There's magic in some people, even after they've passed on a little remains in the body. It only makes sense that contact with both over a prolonged period of time could grant some with some kind of power.

Most grave diggers are regular people and don't gain any magic over their whole life. But for some, that isn't the case. The Grave Digger Ranger can turn their skills on their enemies, to help fasttrack the process of their life.

One thing a Grave Digger Ranger is guaranteed to hate is the Undead. When something keeps disturbing freshly packed graves, the Grave Diggers plan on righting that wrong.

TRICKS OF THE DIGGING TRADE

When you choose this subclass at 3rd level, you learn the Mold Earth cantrip.

GRAVE DIGGER'S TOOL

At 3rd level, you become Proficient with your Gravedigger's shovel. It has the properties Two-Handed and Finesse, and does 1d8 damage on a hit. You can choose the damage type of either Bludgeoning or Slashing damage when you land an attack with your Grave Digger's shovel. It also functions as a normal shovel. The proficiency bonus is applied to attacks and checks made using it to dig.

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GRAVE DIGGER MAGIC

Also from 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Grave Digger Spells table. Each spell counts as a Ranger spell for you, but it doesn't count against the number of ranger spells you know.

Grave Digger Spells	
Ranger Level	Grave Digger Spells
3rd	Sanctuary
5th	Gentle Repose
9th	Erupting Earth
13th	Aura of Life
17th	Dispel Evil and Good

DEAD AND BURIED

At 7th level, when you reduce a creature to 0 HP with your Grave Digger's shovel, as they fall, if you choose, the ground magically opens up and swallows them. They are fully covered by a freshly dug grave, which gives their body full cover. The type of grave they are covered with depends on the terrain you're on at the time, for example loose earth if you're on grass, or shale

and pebbles if you're on stone. Another creature would need to spend its action digging them up before it can see them or touch them, for example to administer healing, cast a healing spell that requires sight, or to teleport away with the body. Their belongings and anything they were holding are also buried in this way.

NECROTIC CONDUIT

At 7th level, when you land an attack using your Grave Digger's shovel, as well as the choices of Bludgeoning or Slashing damage, you can now choose to deal Necrotic Damage instead.

BURIED ALIVE

At 11th level, on a successful attack you can attempt to loosely bury a still living creature sized large or smaller, who's in contact with the floor. They make a Strength Saving Throw Vs your save DC. On a failure, they magically 1/2 sink into the ground up to their waist (or equivalent), regardless of the surface they're on. They are Grappled (but can still attack) and have half cover. They can free themselves in several different ways: they can use their action to dig themselves clear, another creature can use its action to free them or at the end of their turn they can make a Strength Saving Throw against your spell DC, freeing themselves on a success. You can use this feature a number of times equal to Proficiency bonus per long rest.

At level 17 your "Buried Alive" feature improves: now when using this feature, you can instead choose to fully engulf the creature in the earth. The creature makes a Strength Saving Throw, and on a failure they are Restrained, have full cover, and to escape must use their action to attempt to make a Strength Saving Throw Vs your save DC.

CURSE OF THE GRAVE ROBBER

At 15th level, as an action you issue a curse against a creature within 100ft of you as if they'd robbed a grave. These curses bring bad luck, illness and death. The creature makes a Constitution Saving Throw against your save DC and on a failure is affected by the curse. The curse mimics the the Poisoned condition, but is not being Poisoned. You concentrate on the curse as if it's a spell, and its duration is 10 minutes. You can do this a number of times a day equal to your Wisdom modifier.

UNDEAD ANIMOSITY

At 15th level, once per turn, the first attack you land against an Undead creature or one of your Favoured Enemies with your Grave Digger's shovel counts as a critical hit.